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980 Woodlands Parkway,
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ELECTRONIC LCD GAME

MODEL 7-625

The Perils Of Mickey

Welcome to a very special game! It's special because it's a game all about Mickey Mouse and it's special because it's a game that TALKS!

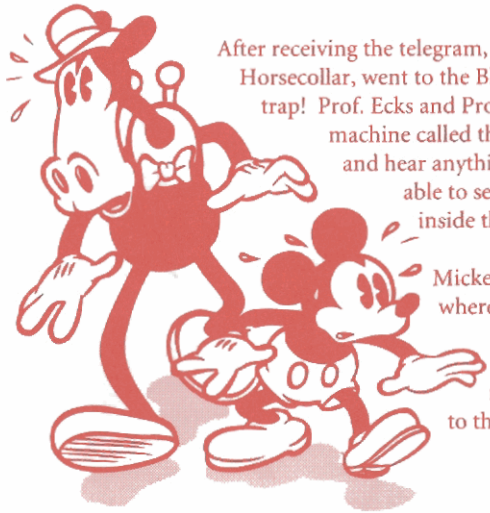
Mickey Mouse received a telegram which read,

"MR. MICKEY MOUSE"

Dear Sir:

We are on the verge of perfecting an amazing invention! But, we need your help! Come to the Blaggard Mansion at ten o' clock tonight! We appeal to you in the interest of science! Do not fail us!

Professor Ecks
Professor Doublex
Professor Triplex



After receiving the telegram, Mickey and his pal, Horace Horsecollar, went to the Blaggard Castle! But it was all a trap! Prof. Ecks and Prof. Doublex have invented a machine called the Visivox by which they can see and hear anything in the world -- so they're able to set plenty of traps for Mickey inside the castle!

Mickey and Horace don't tell Minnie where they're going because they don't want to worry her, but when Mickey and Horace are missing, Minnie finds her way to the castle!

The professors have also created a hypnotic ray with which they plan to control the world! They use it on Horace to turn him into a zombie who tries to catch Mickey! They also try to use it on Mickey! Mickey can dodge and jump away from the hypnotic ray and he can also pick up the shield to protect himself from the rays!!!

The professors have also set plenty of traps for Mickey. Mickey must try and avoid them!

What would a castle be like without bats? When bats get caught in inhumane traps, Mickey can set them free!

Mickey also has to look out for tons of little creepy spiders! He also has to look out for spider webs and the giant tarantula that lives in the web!

So Blaggard Castle is a very scary place -- but, with YOUR help, Mickey will do just fine!

Let's start! PRESS THE ON/START BUTTON TO TURN ON THE GAME! You'll hear Mickey saying, "It's me, Mickey!" and the maximum score is displayed!

PRESS THE ON/START BUTTON AGAIN TO START THE GAME FROM STAGE 1. You'll hear a wonderful musical tune and will also see Horace getting zapped by the hypnotic ray and Mickey left alone to face the Perils of Blaggard Castle!

You begin the story with zero score.

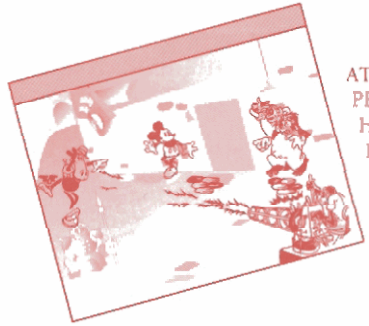
YOU ALWAYS PLAY AS MICKEY MOUSE. CONTROL MICKEY TO DEFEAT PROFESSOR ECKS, PROFESSOR DOUBLEX, AND PROFESSOR TRIPLEX! AVOID THE TRAPS OF THE CASTLE THAT THEY HAVE SET!

In addition to AVOIDING THE TRAPS of the castle, you must also AVOID YOUR PAL, HORACE HORSECOLLAR, who has been hypnotized by the professors!

The game begins with Mickey (that's you!) moving through Blaggard Castle Control Mickey using the following buttons:

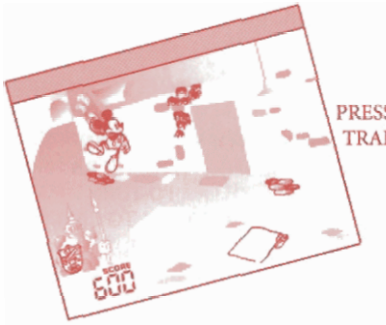
PRESS " ◄ " -- to move left.
PRESS " ► " -- to move right.
PRESS "JUMP" -- to jump up.
-- to set bats free from traps.

PRESS "ACTION" -- to pick up the shield and the picture on the wall.
-- to rescue Minnie.



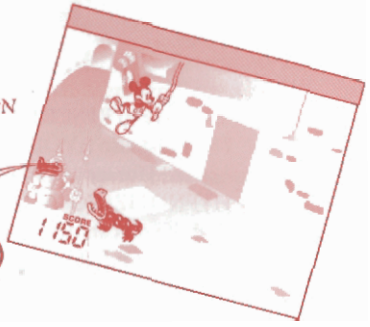
AT THE BEGINNING OF STAGE 1, THE PROFESSORS USE THE HYPNOTIC RAY ON HORACE HORSECOLLAR TO TURN HIM INTO A ZOMBIE WHO TRIES TO CATCH MICKEY!

Later on, you also have to RESCUE MINNIE whenever she appears! You must also AVOID THE HYPNOTIC RAY that hypnotized Horace -- and then defeat the professors by HYPNOTIZING THEM WITH THEIR OWN WEAPON! If you can defeat the professors at the end of the story (at the end of stage 4), then you will be able to automatically use the hypnotic ray to free Horace!



PRESS " ◀ " OR " ▶ " OR "JUMP" TO DODGE TRAPS -- INCLUDING THE ALLIGATOR PIT!

TOO LATE! YOU'VE FALLEN INTO THE *ALLIGATOR PIT!* PRESS THE JUMP BUTTON TO JUMP OUT! YOU SAY "LATER GATOR!" WHEN YOU SEE AN ALLIGATOR!

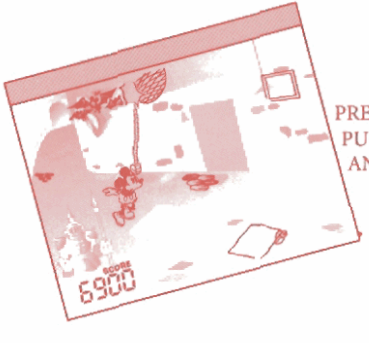


WHEN YOU SEE THE PICTURE ON THE WALL OR THE SHIELD, PRESS THE ACTION BUTTON TO PICK THEM UP TO SCORE MORE POINTS!

LOOK OUT! HORACE IS AFTER YOU! PRESS THE JUMP BUTTON TO GET OUT OF HIS WAY! WHEN YOU SEE HORACE, YOU SAY, "IT'S ME, MICKEY!"

THERE'S MORE TROUBLE! MINNIE IS BEHIND THE DOOR AND SHE'S IN TROUBLE! YOU'LL HEAR HER CALL OUT, "HELP! HELP!"

YOU'VE GOT TO RESCUE MINNIE! PRESS " ▶ " TO MOVE TO THE RIGHT AND THEN PRESS THE ACTION BUTTON TO OPEN THE DOOR AND RESCUE MINNIE! YOU SCORE MORE POINTS BY RESCUING MINNIE. WHEN YOU RESCUE HER, SHE SAYS, "OH, MICKEY!"



PRESS THE JUMP BUTTON TO JUMP UP AND PULL THE ROPE THAT SETS THE BATS FREE AND YOU'LL SCORE MORE POINTS!

PRESS THE ACTION BUTTON TO PICK UP THE SHIELD TO MAKE YOURSELF INVULNERABLE AGAINST THE HYPNOTIC RAY! PRESS THE ACTION BUTTON TO USE THE SHIELD TO PROTECT YOURSELF AGAINST THE HYPNOTIC RAY! WHEN YOU PROTECT YOURSELF WITH THE SHIELD AGAINST THE RAY IN THE MIDDLE OF A STAGE, YOU SAY, "TAKE THAT!"

AT THE END OF EACH STAGE, PRESS THE ACTION BUTTON TO USE THE SHIELD TO REFLECT THE HYPNOTIC RAY RIGHT BACK AT THE PROFESSORS TO DEFEAT THEM! WHEN YOU DEFEAT A PROFESSOR, YOU SAY, "YA BIG PALOOKA!"

WHEN YOU DEFEAT ALL THREE PROFESSORS IN THE FINAL STAGE, YOU WIN THE GAME!

WHEN YOU WIN THE GAME, YOU'LL SEE A HAPPY ENDING! YOU WILL AUTOMATICALLY USE THE HYPNOTIC RAY ON HORACE TO TAKE HIM OUT OF HIS TRANCE. YOU WILL SAY "I'VE GOT EM!" AND YOU WILL ALSO LAUGH! MINNIE WILL SAY, "OH, MICKEY!" AND YOU WILL HEAR A DIFFERENT AND EXCITING NEW MELODY!

OFF COURSE, IF YOU DON'T DEFEAT THE PROFESSORS AT THE END OF STAGE 4, YOU WON'T WIN THE GAME -- YOU WON'T RESCUE HORACE, AND YOU WON'T HEAR ANY OF THAT OTHER GOOD STUFF!

The ACL switch may be pushed if the game isn't working properly. (Use a ball-point pen).

There are 4 stages of play. There is a visual timekeeper to give you a sense of how much time remains in each each stage. YOU ALWAYS PLAY THROUGH ALL 4 STAGES.

PRESS THE SOUND BUTTON to play in silence. Press it again to regain all the sounds of your Blaggard Castle adventure!

PRESS THE MAX.SCORE BUTTON during the pause between stages to take a look at the maximum score.

After a GAME OVER, PRESS THE ON/START BUTTON TO START THE GAME AGAIN from stage 1. You will hear the "Game Start" melody again and Mickey's adventure -- and yours -- begins once again from the mysterious and dangerous Blaggard Castle! You begin again, with zero score.

PRESS THE OFF BUTTON to turn off the game. But don't worry if you forget because the game automatically shuts itself off after about 3 minutes of no action!

THE END

SCORING

You score points by avoiding traps, and by using the ACTION button to pick things, to rescue your friends, and to defeat the evil professors:

- 50 POINTS — FOR AVOIDING ALLIGATORS, TRAPS, SKELETON BONE, AND SWARMS OF LITTLE SPIDERS.

- 80 POINTS — FOR FREEING BATS FROM TRAPS, FOR PICKING THE PICTURE ON THE WALL, AND FOR AVOIDING HORACE HORSECOLLAR.

- 100 POINTS — FOR PICKING THE SHIELD AND FOR AVOIDING THE HYPNOTIC RAY.

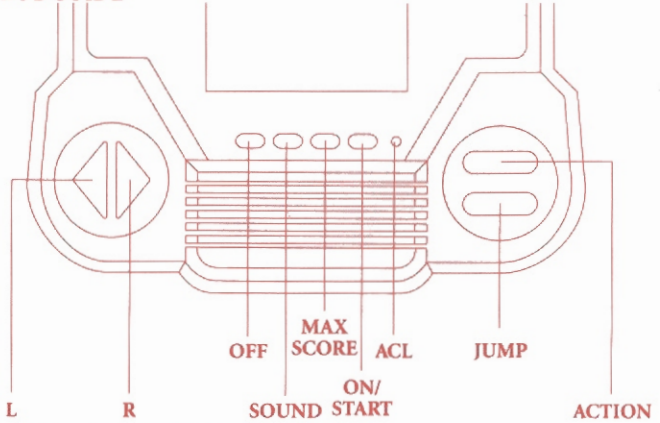
- 200 POINTS — FOR RESCUING MINNIE MOUSE, FOR FREEING HORACE FROM THE HYPNOTIC RAY (BY DEFEATING THE PROFESSORS AT THE END OF STAGE 4), AND FOR DEFEATING THE PROFESSORS AT THE END OF EACH STAGE.

- 600 POINTS — FOR WINNING THE GAME. (BY DEFEATING THE PROFESSORS AT THE END OF STAGE 4).

STAGE SUMMARY

	STAGE 1	STAGE 2	STAGE 3	STAGE 4
OBSTACLES:				
TRAPS	YES	YES	YES	YES
LITTLE SPIDERS	YES	YES	YES	YES
ALLIGATORS IN PITS	YES	YES	YES	YES
HORACE HORSECOLLAR	-	YES	YES	YES
TARANTULA/SPIDER WEBS	-	YES	YES	YES
ALLIGATORS OUTSIDE PITS	-	-	-	YES
HYPNOTIC RAYS	YES	YES	YES	YES
SKELETON BONE (in bat trap)	-	YES	YES	YES
PROFESSORS:				
ECKS/DOUBLEX/TRIPLEX	YES	YES	YES	YES
THINGS TO PICK:				
SHIELD	YES	YES	YES	YES
WALL PICTURE	YES	YES	YES	YES
FOR RESCUE:				
BATS (IN BAT TRAPS)	-	YES	YES	YES
HORACE HORSECOLLAR	-	-	-	YES
MINNIE MOUSE	-	-	-	YES
LENGTH OF STAGE:				
TIME (MIN:SEC)	1:00	1:20	1:40	2:00
SPEED:	SLOW	MED	MED	HIGH

CONTROL GUIDE



ON/START -- to turn on the unit.
-- to start the game.
-- to start each stage.

MAX SCORE -- to take a look at the maximum score during the pause between stages.

SOUND -- to control sound: on or off.

OFF -- to turn off the unit.

JUMP -- to jump up to escape alligator pits and to set bats free from traps.

ACTION -- to pick up the shield and the picture on the wall.
-- to rescue Minnie.

" ◄ " -- to move left to escape danger.

" ► " -- to move right to escape danger.

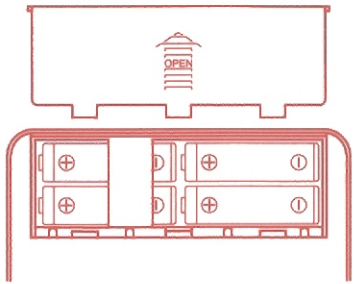
SPEECH AND SOUND EFFECTS

- When Mickey sees the hypnotic ray (in all 4 stages), he randomly says one of the following comments: "GEE!" Or he says, "OH, BOY!"
- When Mickey sees an alligator he says, "LATER, GATER!"
- When Mickey defeats a Professor (in all 4 stages), he says, "YA BIG PALOOKA!"
- When Mickey rescues Minnie (in stage 4), she says, "OH, MICKEY!" Then Mickey LAUGHS!
- When Minnie is in trouble (in stage 4), she says, "HELP! HELP!"
- When Mickey successfully defends himself from the hypnotic ray in the middle of a stage he says, "TAKE THAT!"

- When Mickey rescues Horace by snapping Horace out of his trance (in stage 4), he says, "I'VE GOT 'EM!"
- When the picture on the wall or the shield appears, Mickey says, "HEY!"
- When Mickey sees little spiders appearing alone, he says, "GEE!"
- When the bats are in the trap (in stages 2, 3, 4), we hear: SFX (BAT).
- When Mickey sees Horace Horsecollar (in stages 2, 3, and 4), he says, "IT'S ME, MICKEY!"
- When Mickey escapes from a tarantula (in stages 3 and 4), he says, "HOT DOG!"
- Whenever the hypnotic ray is being shot, we hear, "ZAP!"
- OTHER SFX include MICKEY'S LAUGH and the MANIACAL LAUGHTER OF THE PROFESSORS (whenever a professor is present on screen in all 4 stages).

SPECIAL FEATURES

-- built-in Music/SFX/Character Voice & Melody
-- play all the way through all four stages
-- built-in automatic power-off timer
-- 4 stages of fun
-- highest score retained
-- sound on/off control



After battery insertion, the ACL switch may be pushed only if the game doesn't work properly. (Use a ball-point pen.) The display should appear as shown in the diagram below.

INSERTING THE BATTERIES

To insert the batteries, remove the battery compartment cover at the back of the game. (To remove cover, push in direction of the arrow.) Insert four "AA" batteries, UM-3 or equivalent (not included), making sure to align "+" and "-" as shown. Do not use rechargeable batteries.

CAUTION

High temperature will destroy the unit. Do not leave unit in direct sunlight.

Do not press the liquid crystal display and avoid heavy shock or the display may fail.

Do not use a pencil or pin to press the ACL switch.
Use a ball-point pen.

Clean only with a piece of soft dry cloth.

Replace batteries at the first sign of erratic operation.

DEFECT OR DAMAGE

If a part of your game is damaged or something has been left out, DO NOT RETURN THE GAME TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:

TIGER ELECTRONIC TOYS REPAIR CENTER
980 Woodlands Parkway,
Vernon Hills, Illinois 60061, U.S.A.

In your note, mention the name of your game, the game's model number, and tell us briefly what the problem is. Also include sales slip, date and place of purchase and price paid. We will do our best to help.

90 - DAY LIMITED WARRANTY

Tiger Electronic Toys warrants to the original consumer purchaser of any of its electronic games that the product will be free of defects in material or workmanship for 90 days from date of purchase.

During this 90-day warranty period the game will either be repaired or it will be replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase, or when returned prepaid and insured with proof of date of purchase, to Tiger Electronic Toys, 980 Woodlands Parkway. Vernon Hills, Illinois 60061, USA.

Units returned without proof of the date of purchase, or units returned after the 90-day warranty period has expired, will be repaired or replaced (at our option) for a service charge of US$12.00. Payment must be made by check or money order. This non-warranty service will only be available for one year from the date of purchase. All non-warranty units must be returned postage paid and insured to TIGER ELECTRONIC TOYS, REPAIR CENTER, 980 WOODLANDS PARKWAY, VERNON HILLS, ILLINOIS 60061, USA.

Tiger Electronic Toys will not be liable for loss of use of the product or other incidental or consequential costs, expenses, or damages incurred by the purchaser. Any implied warranties are limited in duration to the 90-day period from the original date of purchase.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state so the foregoing limitations may not apply to you. This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.

HOW TO GET SERVICE FROM THE TIGER ELECTRONIC TOYS REPAIR CENTER ON YOUR ELECTRONIC GAME DURING AND AFTER THE 90-DAY WARRANTY PERIOD. During the 90-day warranty period, you may have a defective game replaced at the dealer from which it was purchased. If, however, during the 90-day warranty period, you choose to obtain repair or replacement from the Tiger Electronic Toys Repair Center, please make the arrangements described below:

1) Pack the game carefully in the original box. If the game box is not available, use a good carton with plenty of newspaper, foam or other padding all around and tie it securely.
2) Carefully print on the box or carton the following name and address
   TIGER ELECTRONIC TOYS,
   REPAIR CENTER
   980 Woodlands Parkway,
   Vernon Hills, Illinois 60061, USA.
   Also, don't forget to show your return address.
3) Put parcel post stamps on the package; insure the package, then mail.

After the 90-day warranty period and up to one year from the date of purchase, do all of the above PLUS enclose your check or money order for US$12.00 payment for the repair service.